IronWatch

March 2015–Issue 31

Contributors

Aaron Leahy — "Sardonic Wolf"
Aaron Magno — "sewersaint"
Adam Morrow
Alex Visentin — "reVenAnt"
Alistair Moore — "platemail"
Andrew Evans
Andre Kritzinger
Andy Beckett — "Needles"
"Arcaneshield"
Austin Peasley — "darkPrince010"
"Azazelx"
Bil — "Orcsbain"
Blake Earle
Boris Samec — "Thane Bobo"
C.A. Monteath-Carr — "Owesome"
Cedric Boudoya — "Boston Miniatures"
Chris Cousen — "Mister C"
Chris Livingstone — "stlwarrior"
Chris Schlumpberger — "Darkover"
Christopher Verspeak
Claudia Zuminich
"C M Minis"
"Cornonthecob"
Craig Johnson — "Spooney85"
Daniel — "Darklord"
Daniel King
Davyd P. Nash
Doug Newton-Walters — "Hellebore"
"Dusty"
E. McIlraith — "Crow"
Gareth Humphreys
Geoff Burbidge
Gerry Lee
Grant Mahoney
Giuseppe Aquino — "Walac"
Guido Quaranta
Ian Powell
"imm0rtal reaper"
Jack Evans — "ManticfanboyLAD"
James Hewitt
Jason Flint — "Weedy Elf"
Jason Moorman
Joe Ketterer
John Hoyland — "katzbalger"
Jonathan Faulkes
Jonathan Hicks — "jontheman"
Jonathan Peace
Jon Peletis
Jose Manuel Chasco Gonzalez
Josselin Amoravain — "Joss"
Keith Mullumby
Kenny Moncrieff
"left64"
Leon Lynn
"Maccwar"
Malcolm Blackwell
Marcel Popik — "marseall"
Marek Vlha—"Paboook"
Mark Peasley
Mark Relf
Mark Smith — "scarletsquig"
Mart Hooiveld — "MArtyDagger"
Martin Geibner — "Summoning"
Matt — "Dustcrusher"
Matt Gilbert — "mattjgilbert"
Matthäus Mieczkowski — "Max Jet"
Matt I. — "JoV"
Maxwell McDougall — "Lord Marcus"
Michael Carter — "puggimer"
Michael DeFranco —"MDSW"
"Nathan"
Neil Dixon
Neil Jones
Nick Williams — "Daedle"
Nicodemus Sandberg —"Karadram"
"OnePageAnon"
"Panda"
Patrick Lefevre— "Patrick the Betrayer"
Paul Mitchell
Paul Mullis — "Osbad"
Paul Scott
Pete Harrison
Pete Kijek — "Pathfinder Pete McF"
Peter Bogdasarian
Richard Rimington
Rob Allen — "Briohmar"
Rob Burnam
Rob Taylor
"Rogue General Hunter"
Ryan Shaw — "The Dire Troll"
Sharad Vora
Shane Baker — "Shaneimus"
"Skolo"
"Sneaky Chris"
Steicy Jourdan
Stuart Smith — "Merlin"
"Sukura636"
Tristan Coulson — "TSNC"
Vincent Pascaud
Wes Shipley

ABYSSAL TIDINGS

A Message from the Editor

Welcome to another issue of the Ironwatch!

Firstoff, I'd like to apologize for the lack of the Mantic Q&A this issue; Due to some scheduling and communications errors, we were unable tog et a reply back from Mantic before publication. Rest assured, we will have it on-schedule next month, answering both the questions from this month as well as next.

I'd also like to announce that we are expanding our image submission. Now, we are happy to accept any and all art or pictures of wargaming models, from any company. Please be sure to keep the image submissions and article content coming, as we can quite honestly never have enough. If we consistently have enough material each month, that allows us to increase the size of each Ironwatch issue!

As always, whether you're a new reader or a veteran, thanks for reading and Welcome to the Watch!

-Austin

Correction: We unfortunately misattributed the author for Goat Sector 58 last issue. It was actually written by Jon Peletis. Sorry Jon!

Cover art by Boris Samec
Title art by Mark Peasley

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

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The Iron Forge

Welcome back to the Iron Forge.

On display this month for you we have:

- Adam Morrow with a group of superbly-stealthy Deadzone Plague
- Boston Miniatures, demonstrating some amazing zenithal-painted Mars Attacks Tiger Corps
- Chris Schlumpberger and his array of beautiful Dreadball MVPs
- Geoff Burbidge, and his concept art and final painted model for a stunning Dreadball MVP
- Marcel Popik, and a group of outstanding Mars Attacks heroes and burning cattle!

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine.@gmail.com. Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

Forgefather Stormrage Veterans and Jotunn Heavy Hailstorm Cannon by Paul Scott

ADAM MORROW

Jungle-Plague

When painting my Plague models, like all my other Deadzone models, I attempted to get some colors at home in a jungle-environment, and the studio pink wasn't going to cut it. This was the inspiration behind the green pants and orange ripped shirts on the Stage 3As. As for their skin tones, I somewhat wanted to go with a more realistic decayed skin look, but it kinda went off into it's own color that I'm a fan of, more of a tanned 'tough' skin. This was done by basecoating the models a Khaki and hitting them with a dark brown ink, re-highlighting with the Khaki and then a final step of highlights with a Bonewhite.

As for the carapaces, or bony protrusions, It's always seemed common to me that a carapace of sorts is always darker than the skin, so for me a step down from Khaki was brown. Hit with the same ink as above and re-highlighted. The jumping Stage 2A's metal was done with layers of salt-

ADAM MORROW

masking and various sprays (salt-masking being caking on sea salt with hairspray to protect the previous color layer beneath the salt from the next spray).

BOSTON MINIATURES

The Tiger Corps

I used a different technique on these, trying some Zenital priming using spray cans. Yup, the cheap type too; I want to see if I could get good results quickly.

So what is Zenital priming? My understand is, it is air painting using different angles and colors.

First, hold the miniature upside down and prime black,

Second, light blue spray facing the mini

Third, white spray from the top of the mini.

Lastly, I used layers and washes to finish the model just like I would have with a white, grey or black prime.

At first, I was not happy with the under coating due to some spotting. However, I continued and very soon realized it gave the minis something different. It looked like some metal/stone or composite metal and to the eye it is quite interesting.

Another cool thing about this technique it gives a realistic light and shadow to the miniature.

BOSTON MINIATURES

I was going to do the other two using the Zenital style but with my airbrush for a smoother base. At least that was the plan.

These minis sculpts were awesome to paint. You could substitute any body with a new alien head and have a fantastic new Tiger Corp member.

Overall I believe they turned out ok, with of course some lessons learn along the way.

I hope this technique give you more ideas on your own project.

CHRIS SCHLUMPBERGER

I've always loved Dreadball and I own almost every team ever released. The campaign for Dreadball Xtreme was a no-brainer for me and when the second shipment arrived I had to start painting my favorite models immediately. Phantasm was my first choice, the Ada Lorena are awesome and with the help of my trusty airbrush I managed to give him a nice, glowing appearance.

Crypt was next on my list, and even though I'm not 100% happy with the golden armor, the crystal-rock structure of the model is still one of my personal favorites. Asylum was pure fun to paint, his muscles are really well shaped and everything just worked without thinking much about it. The bots got a simple and fast paintjob with lots of rust - they're old training machines and I wanted to show this.

The spider-thing is a little conversion that was necessary because I wanted to use the Kalyshi as regular Asterians as well and thus needed a

CHRIS SCHLUMPBERGER

guard. Since I always wanted to paint the Kalyshi as "Space-Drow" with black skin and white hair a Drider seemed the natural choice. With the help of a Reaper Bones spider and a little green stuff the conversion was done pretty quickly. The paintjob turned out nicely, even though the face and the armor suffered a bit due to too much varnish. Lesson learned, next time I'll be more careful.

GEOFF BURBIDGE

MARCEŁ POPIK

Marcel Popik

Mantic Calendar

Plague overrun the Enforcer position in a Deadzone by "C M Minis"

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or email us with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

March

3/7 Kings of War Demo Day
Come by and learn how to play Kings of War
Pandorum Store
Calle entre torres, nº7, local 3
Talavera de la Reina (Toledo), Spain

Mantic Calendar

3/7 [Clash of Kings 2015 Scottish Regional](#)
[£9.99 per person](#)
9:30 AM—5:15 PM
Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!
6s2Hit, Edinburgh - 20-22 Bread street Edinburgh EH3 9AF, Scotland, United Kingdom

3/14 [Warcon 27](#)
€5 per person
10 AM—5 PM
This annual wargames convention will feature demos for DreadBall, Deadzone, and Mars Attacks. Several crowdfunded game developers will be invited to the convention.
Dienstencentrum Gentbrugge
Braemkasteelstraat 29-45, 9050 Gentbrugge, Belgium

Mars Attacks Martians by Leon Lynn

Mantic Calendar

Dwarven Brock Riders by Jose Manuel Chasco Gonzalez

3/18-3/22 [Adepticon]

$50 per person

Begins 3/18, 5 PM & ends 3/22, 4 PM

Mantic is running tournaments and demos of Dreadball, Deadzone and Kings of War at this event.

Clash of Kings will be on 3/19 at 10AM & end at 7:30 PM

Renaissance Schaumburg Convention Center Hotel

1551 Thoreau Drive N.

Schaumburg, IL 60173, USA

April

4/12 Clash of Kings 2015 Welsh Regional

£9.99 per person

9:30 AM—5:15 PM

Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!

Firestorm Games, Cardiff - The South Wales Gaming Centre, 15 Trade Street, Penarth Road, Cardiff, CF10 5DT, Wales, United Kingdom

Mantic Calendar

4/17 **Kings of War at OHCon**
$15 per person.
Registration begins at 4 PM, and the first game begins at 5 PM.
This Kings of War tournament will consist of three rounds of 1500 point battles.
Ramada Toledo Conference Center
3536 Secor Road
Toledo, Ohio 43606, USA

4/25 **Salute 2015**
$10 per person if pre-ordered, $15 per person at the door
10:00 AM—5:00 PM
Salute Twenty Fifteen, run by The South London Warlords, is the biggest independent one-day wargaming and gaming event in the UK
ExCeL London, Royal Victoria Dock, 1 Western Gateway, London E16 1XL, United Kingdom

Undead Werewolves by Boris Samec

Mantic Calendar

Abyssal Dwarf Obsidian Golems by Grant Mahoney

May

5/1 **Dreadball at Cincycon**

$15 per person for single-day badges, $20 per person for weekend badges.

Begins in the 'Evening' time slot

Come and play in the Hyper-kinetic sports game of the future. A 3 round tournament, using any teams from seasons 1-4.

Cincycon - Butler County Fairgrounds, 1715 Fairgrounds Avenue Hamilton, OH 45011 , USA

5/2 **Kings of War at Cincycon**

$15 per person for single-day badges, $20 per person for weekend badges.

Begins in the 'Morning' time slot

Crush your enemies in the battle for Mantica. 1500 pt, 3 round tournament. Can you prove your skill before the new rule set comes out?

Cincycon - Butler County Fairgrounds, 1715 Fairgrounds Avenue Hamilton, OH 45011 , USA

5/9 **Kings of War Regional Tournament Madrid**

€12 per person

One day, three rounds. 1600 points 24-30 attendants. Register by 4/30

Club Séptimo Grado, Calle San Antonio de la Florida 3, Local, Leganés Madrid 28917, España

Mantic Calendar

5/10 [Clash of Kings 2015 Southern Regional](#)
£9.99 per person
9:30 AM—5:15 PM
Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!
Brighton Warlords, Brighton - 13-17 Marlborough Place, Brighton, East Sussex, BN1 1UB, United Kingdom

5/23 [Kings of War at Nashcon](#)
6:00 AM—2:00 PM
1000 pt, no unique individuals. Tournament pack and details will be available at link above.
Franklin Marriott Cool Springs 700 Cool Springs Blvd. Franklin, Tennessee 37067, USA

5/23 [Dreadball at Nashcon](#)
3:00 PM—9:00 PM
3 round Dreadball tournament. Season 1-4 teams. Full details will be available at link above.
Franklin Marriott Cool Springs 700 Cool Springs Blvd. Franklin, Tennessee 37067, USA

Mars Attacks Human Hero Deke by Marcel Popik

Elven Spearmen by Paul Mitchell

The Hero of Hedekaruna

by Davyd P. Nash

This is an adventure similar to the gamebooks made famous in the 1980s - Fighting Fantasy, Choose Your Own Adventure or Lone Wolf. This time though it is based in the world of Mantica and is based in the Kings of War rules. You take the place of the main protagonist and make crucial decisions along the way - decisions that can radically alter the adventure's outcome. Although a little luck will also help!

Instead of a traditional story you must not read the text in order of the paragraph numbers. It is important that you only read those numbered paragraphs you are sent to.

GETTING STARTED

You begin by determining the details of the protagonist. You play the part of a skilled mercenary captain, the leader of a band of experienced warriors. You have been hired by a General as part of a great force ready to take on an army of Orcs tomorrow morning.

The first choice you need to make is your force. As much of the action takes place at unit level, you must pick a unit from the Kings of War lists. This unit may be any valid unit worth up to 250points, and you may purchase banners, musicians and magical instruments to bring you up to the points value.

You can lower the points value for a more difficult adventure, or aim for a higher number if you want something easier. Although technically any unit would suffice, the text makes most sense if you are not an individual,

monster or war machine.

THE RULES

The adventure is based on Kings of War, but there are some simple changes needed to make it work. Combat is largely the same and any conflict you entre will be explained. For the interests of space, only those characteristics relevant to the adventure will be recorded - the narration takes care of the enemy's special rule, movement and shooting.

Wavering results are ignored for everyone in the interests of simplicity. Just treat it as Steady instead.

The enemy's Nerve score will be shown followed by a negative score in brackets. This shows how much damage they have taken already. For example, a nerve score of 14(-2) depicts a unit that started with a Nerve of 14 but which has suffered 2 damage.

Kingdoms of Men Polearms Block by Andre Kitzinger

THE ADVENTURE

Hired by a rich General you have led your regiment to the outskirts of a small rural village known by locals as Hedekaruna. The General's forces have gathered in response to rumours of an Orc invasion. For weeks there have been skirmishes along the kingdom's borders.

Many innocents have died and it is time to meet the Orcs on the battlefield - time to destroy the menace for good. Scouts have seen the enemy mass several miles away - fate has picked tomorrow for the battle, and the fields around Hedekaruna as the battlefield. Go to paragraph **1**.

1 The evening before battle is always tense, and you feel it among your troops. Discipline must be upheld on this night more than any other, so before lights-out you must decide who you will leave in command of the night watch. If you wish to put your eager young Lieutenant on watch, go to **13**. If you want to trust your battle-hardened Sergeant on watch go to **26**. If you decide to forego sleep and take the watch yourself, go to **19**.

2 The General thanks you for your offer. He instructs you to there as fast as you can and hold it. The other regiments will keep the rest of their forces occupied. He then issues orders for the other captains and dismisses you all. Go to **27**.

3 If you have the Vanguard special rule, go to **30**. If you do not have Vanguard, go to **44**.

The Great Cataract by Boris Samec

4 Your troops crash into the side of the Goblin skirmishers and completely route them before any other enemy unit can take advantage of your positioning. Go to **23**.

5 Looking up from the corpses of the enemy skirmishers, you see the nearest unit in line - a regiment of Dwarves - under pressure from two Ax units. The Dwarves are having a tough time of it and you doubt they will last long. At the side of the field you spot a large number of disorganised Gore Riders forming up in the outskirts of Hedekaruna village. If you wish to try to save the Dwarves, go to **33**. If you wish to attack the Gore Riders before they have organised themselves, go to **34**.

6 Your affinity with the trees proves insightful - you can tell that they are currently devoid of enemies, but you don't know for how long. If you decide to make a break for the trees, go to **36**. Alternatively you may join the shieldwalls in the main fight by going to **28**.

7 The general describes a simple plan - as he puts it, to face a simple foe. He is expecting to face a large mass of Ax, with small number of goblin skirmishers and some Gore. Scouts haven't spotted any artillery or fliers, and at least one banner has been seen for a warband which relies on Orc Shamen. Are your troops Orcs or Goblins? If so, go to **15**. If not, go to **9**.

8 Storming through the camp, you discover your Sergeant in a loud argument with some of the men. After ordering silence you roughly pull him to one side and demand to know what has happened. He admits they were gambling and he calmly accuses another trooper of cheating. Do you take him to task now (go to **39**), let him off entirely (**31**) or warn him against future transgressions and order him to return to his tent (go to **35**).

9 The general wants the army deployed in a defensive formation working from the west of the village of Hedekaruna, prepared to receive Gore charges either head-on or on one or other flank, with the mass of Ax following close behind. The stand of trees near the centre of the field may be key - if goblins fill the overgrowth with their archers they will be able to pick at our regiments out in the open, yet have cover and shadows to protect them from retaliation. If they hold it long enough their shamen could also take over there and we could see fireballs hitting us alongside their arrows. Once the initial enemy charge is done we need to try and capture that copse and hold it. The General then asks for volunteers to take the copse? If you volunteer, go to **2**. If you don't volunteer go to **40**.

10 Elated by the chance to taking blood for the first time this battle, you spring forward. If you are armed with missile weapons (such as bows) you may make a single attack before joining melee. If the Goblins survive, you must alternate attacks with them Goblins until one side is destroyed. You may make the first attack.

Name	Me	Ra	De	Att	Ne
Goblins	5+	-	3+	10	14(-0)

If you destroy the Goblins, go to **23**.

Zz'or Kingdom Hive Lord by Daniel King

Orc Axes by Darren Lysenko

11 Compared to the normal quality your troops display, watching them now is a disaster! You are furious with yourself for not stamping down on the Sergeant before the battle. For the rest of the battle you may no longer use both the Elite and Nimble special rules and count as if you did not have them. Severely disadvantaged, now go to **5**.

12 You make it to the copse of trees in time to see a rabble of Goblins marching double-time towards your position. You have enough time to get your men into cover and prepare to receive the enemy. If you are armed with missile weapons (such as bows) you may make a single attack before joining melee. If they survive, you must alternate attacks with the Goblins until one side is destroyed. You may make the first attack.

Name	Me	Ra	De	Att	Ne
Goblins	5+	-	3+	10	14(-1)

If you destroy the Goblins go to **45**.

13 Around midnight you grow restless and decide to find your Lieutenant for a report on the night so far. When you find him he seems to have done a good job. His squad had to break up one fight and he takes a pragmatic approach knowing how nervous some of the men are. He warned them against future transgressions and let them return to their tents. Do you demand to know who was responsible (by going to **37**), or leave it to the lieutenant's discretion (go to **39**).

14 As the sun starts to rise you wake early, feeling rested. Knowing that your men will be stirring around you, you have your servant bring you a quick breakfast outside of your tent, where everyone can see you set a good example. You set your Lieutenant and Sergeant to readying the troops. Summonsed by the General you head to the main tent, but not before you have donned your armour to look your best. Go to **20**.

15 You recognise the description of the banners and know the tribe mentioned. Their Shamen have a good reputation on the battlefield and would be worthy opponents. Go to **9**.

16 Normally your Sergeant should be re-dressing the ranks but you quickly realise that his slovenly behaviour has not improved - your men are well trained but without the Sergeant they don't recover from the first taste of blood quickly. If you have either the Elite or Nimble special rule, go to **42**. If you have both these special rules, go to **11**. Otherwise, go to **5**.

17 While you prepare to receive a charge, the Goblins pull out short bows and fire a volley of wicked barbed arrows into your men. You are hit by 10 dice worth of potential damage, each hitting on a 5+. If your forces survive this and any subsequent Nerve test - go to **10**.

Elven Army by "Maccwar"

Undead and Kingdoms of Men forces locked in battle by Nick Williams

18 You race towards the stand of trees but find a rabble of Goblins have reached there before you. You must now alternate attacks with the Goblins until one side is destroyed. You may make the first attack.

Name	Me	Ra	De	Att	Ne
Goblins	5+	-	3+	10	14(-1)

If you destroy the Goblin Rabble go to **45**.

19 The first part of the evening passes quietly as the men, nervous before tomorrow's battle, gradually settle down. Near midnight your thoughts are interrupted by the sounds of commotion at the edge of the camp. Concerned about enemy infiltrators you draw your sword and call your musician ready to wake the men. However, you quickly recognise one of the voices as that of your Sergeant and so go to investigate. Go to **8**.

20 The General's elaborate tent is towards the back of the encampment and, as you head towards it, you see the other regiments wake and start to prepare for the day. Inside the tent half the captains are already present with the General. You join a dwarf and the captain of a shield wall for some light conversation about the weather conditions. The small talk doesn't last long as the remaining captains enter the room and the General's serious-looking aide de camp calls the meeting to order. The meeting starts with a quick report of some Orc scouts seen sniffing around the southern perimeter just before dawn. Apparently the guards in that sector had chased them away with no blood spilt on either side. The General then moves on to dispositions for the day. Go to **7**.

21 From your vantage point you can see a large open plain, almost completely uninterrupted except for the village of Hedekaruna on the near right and the copse of trees near the centre. The grassland is a clean, healthy green and a counterpart to the skins of the enemy massing a few hundred meters ahead of you. The Orcish clans accompany their drummers and horns with loud songs, unintelligible at this distance but obvious in their undertone of aggression. Rows and rows of Ax form ranks as smaller groups - mainly Goblins - are herded to the front, screening their larger cousins. As you watch, the great mass of greenskins start forwards, and you know the first blood will be spilt within minutes. Did you volunteer to take the copse of trees? If you did, go to **30**. If you did not, go to **3**.

22 Under the cover of the war machines, you see that a small skirmish force of Goblins has made it across the field near to your position. Other Goblins are closing with your allies on either side, and regiments of Ax seem to be drawing near to both the copse of trees and the village. Do you wish to ignore the Goblin skirmishers for the moment and see what your allies closer to them do (go to **17**)? If you wish to attack the Goblins you may do this head on (go to **10**) or by attempting to outflank them and risking a counter-charge (go to **32**).

23 If you put your Sergeant on punishment duty after his actions overnight, go to **43**. If you did not put him on punishment duty, go to **16**.

A Dwarven Berserker Lord faces down a Goblin Mawbeast by Paul Mullis

Undead Werewolf by Pete Harrison

24 Your lack of honor does you no credit. Rather than watch fellow Dwarves be slaughtered by stinking greenskins, your troops ignore your orders and look to your Lieutenant. As your Sergeant spits on the ground at your feet, your Lieutenant takes over your regiment and orders them in to battle. You realise that you have not only lost your honour, but your troops have deserted you. No matter what you do now, you will never be a successful mercenary. Your career, and this adventure, is over.

25 Reforming your troops, you take stock of the battle. The Dwarf unit has been totally destroyed, but allied shieldwalls are pushing back on the other side of the field, buoyed up by the General. You notice that the copse of trees at the centre of the field seems to be empty and within reach - this could be your chance to take the objective unhindered so you decide to head over. If you are an Elf, Dryad or Tree Kin, go to **6**. If you are not one of these races and decide to make a break for the trees, go to **36**. Alternatively you may join the shieldwalls in the main fight by going to **28**.

26 After sorting your final orders you drift off to sleep, eager for the morning - and glory - to come. Part way through the night you are woken by the sounds of an argument. Knowing the men will be nervous and letting off steam you wait before acting. However, you quickly recognise one of the voices as that of your Sergeant and so go to investigate. Go to **8**.

27 Within minutes of returning to your campsite your troops are ready for action. Your Sergeant parades them in front of you and you quickly check the first ranks. You know some of these men will die today, but instead of worrying, you are filled with eagerness to get your smartly turned-out warriors into the fray. Giving your Lieutenant the order, you march off to your start positions, watching your allies line up in their assigned spots around you. Go to **21**.

28 As you wheel you troops around the General sees what you are doing and waves you towards the trees. Knowing that ignoring the man paying you isn't good for business, you obey. Go to **36**.

29 You dress the Sergeant down in front of the men, put him on punishment duty and then send him to his tent. Turning to the troops you see that they are already in the process of packing up and slinking away before you get a chance to turn on them. After a short threat of future punishment you order them to get to bed. Feeling better after venting your anger you return to your tent. Go to **14**.

30 As you urge your troops forward you hear a whistling noise from above. Looking up you see huge boulders flying in an arc towards your lines. You quickly realise that somewhere in the mass of enemy they have rock lobbers, but that they are targeting the main force of your own allies behind you. Go to **22**.

31 Deciding that the issue isn't important enough to dress your Sergeant down in front of the troops, you order them all to get to their tents and rest for tomorrow's battle. The men mutter but pack away and soon the camp is quiet. You return to your tent and go to **14**.

32 If you have the Fly special rule, or have a Move of over 6, go to **4**. If you have neither of these, go to **38**.

33 You rush to the aide of the Dwarves and crash into the Ax at their flank. The Orcs take heavy casualties and then turn to face you, allowing the Dwarves a fairer fight with the other greenskin regiment. You must alternate attacks with them Ax until one side is destroyed. The Ax regiment make the first attack, but they have been weakened

Name	Me	Ra	De	Att	Ne
Axes	4+	-	5+	10	12(-3)

If you destroy the Orcs, go to **25**.

Abyssal Dwarf Decimators by "puggimer"

34 Are your troops Dwarves? If so, go to **24**. If not, go to **41**.

35 After a short threat of future punishment you order the Sergeant and the troops to get to bed. Feeling you have the situation back under control you return to your tent. Go to **14**.

36 Roll 2D6 and add this to your Move score. If you have either of the special rules of Nimble or Fly, add 3. If the total is over 11, go to **12**. If 11 or under, go to **18**.

37 The Lieutenant obediently tells you that it was the Sergeant who had been drinking and gambling with a group of the men. Apparently one of the troopers had cheated and the Sergeant called him out on it in a brief fight. If you wish to wake the Sergeant and put him on punishment duty, go to **29**. If you decide that the Lieutenant has done enough and wish to go back to your tent, go to **14**.

38 Your troops crash into the side of the Goblin skirmishers and completely route them. However, a second Goblin unit takes advantage of your charge and attacks you. You must alternate attacks with them until one side is destroyed. The Goblins make the first attack.

Name	Me	Ra	De	Att	Ne
Goblins	5+	-	3+	10	14 (-1)

If you destroy the Goblins, go to **23**.

Dwarf Iron Warriors against Dwarven Ironwatch by Matt Gilbert

39 The Lieutenant seems to be quite capable and you decide you don't want to risk damaging their credibility with the men. You leave him to the night watch and head back to your tent. Go to **14**.

40 A dwarf raises his hand. The general looks dubious for a brief second - obviously wondering whether the stout warriors will be quick enough to beat the enemy to the wood - but the moment passes and he thanks the Dwarven officer. Turning to the rest of you he orders you to help keep the rest of the enemy forces occupied while his main forces rolls them up from the flank and then slaughters them off the field. After a brief debate he puts your forces in the middle right and then dismisses you all. Go to **27**.

41 Ignoring the plight of the Dwarves, you decide the allies will be best served by catching the Gore Regiment before they are formed. You rush towards the village and fall upon the Orcs. If you are armed with missile weapons (such as bows) you may make a single attack before joining melee. If the Orcs survive, you must alternate attacks with them until one side is destroyed. You may make the first attack.

Name	Me	Ra	De	Att	Ne
Gore Riders	3+	-	5+	8	15 (-1)

If you destroy the Gore Riders go to **25**.

42 Your men just aren't at their usual quality with the Sergeant being sloppy, and you realise that you should have disciplined him before the battle. For the rest of the battle you may no longer use either the Elite nor Nimble special rule and count as if you did not have it. Disadvantaged, go to **5**.

43 Your Sergeant quickly re-dresses the ranks and it is obvious that he feels suitable chastised from last night and is trying to make amends. Go to **5**.

44 You hear a whistling noise from above. Looking up you see huge boulders flying in an arc towards your lines. You quickly realise that somewhere in the mass of enemy they have rock throwers, and they have targeted your position! The war machines are inaccurate, but you are hit by 3 dice worth of potential damage, rolled with Piercing (3). After you resolve the damage - and if your forces pass the Nerve test - go to **22**.

45 Fortifying the copse against further Orc attacks you catch sight of the General leading a charge. Protected on their flank by the stand of trees you occupy, the General's force sweep forward, methodically routing one greenskin regiment after another. You know that you will be rewarded handsomely for your role in the battle, and that the success will make a good story when looking for your next employer. Congratulating your men, you already decide that from now onwards you are going to start calling yourself 'The Hero of Hedekaruna'.

Well done - your mission is complete!▪

Undead Zombies for Nalgar Dragon Heart by "imm0rtal reaper"

Teach Them to Fear the Elves Again

A Tournament Report

By Jason "Bookawar" Moorman

Since the fall of 2012, I've been part of a small group who gets together to play Kings of War, but one of our foursome moved out of town, leaving the remainder of our group to hack away at the same armies and play-styles time and again. Needless to say, when Mike "Puggimer" Carter announced he was running a thousand point tournament in a city an hour and a half away, we jumped at a the chance to test ourselves against new blood.

Fielding a painted army provided the first challenge for me. The tournament was the climax of an escalation league aimed at getting an army of one thousand points painted, so having a painted army accounted for as much as twenty percent of total tournament points and an unpainted army had little chance of placing.

Our current group, however, is related by blood or marriage, so we gotten a little lazy when it comes to painting, fielding primed and half-painted units since, well, the fall of 2012. The tournament deadline forced me to buckle down and get units off the painting table and onto the battlefield. I sealed my last unit with three days to spare.

Jason's Elven Army

Alex's Undead Army

Mike also required a display board as part of the tournament painting points, something that players could use to move their armies from table to table without having to pack and unpack. Fortunately, we were getting rid of an old television stand that I disassembled, providing a usable surface. I'd originally had visions of elven towers and gardens, like Peter Jackson's version of Rivendale, but grander. Time and skill forced me to settle for a more realistic, though hopefully still dramatic, table.

The day of the tournament came, and the three of us piled in our cars and headed to Dayton. Once there, Mike worked hard to make sure that the three of us from Columbus didn't have to play each other right away (also letting his own group play some fresh blood).

My army list:

1 x Stormwind Cavalry Regiment
1 x Stormwind Cavalry Troop
1 x Spearmen Regiment
2 x Forest Shambler Troops
2 x Individual Drakon Riders
1 x Scout Troop
1 x Mage Queen with the Talisman of Inspiration
1 x Army Standard with the Warbow of Kaba
1 x Army Standard (mounted)

Game 1

I played against Alex in the first game. She brought an undead force, using the following list:

2 x Skeleton Hordes with spears, musicians, banners, and undead dogs
1 x Individual Werewolf
1 x Balefire Catapult
1 x Undead Standard Bearer
1 x Skeletons Troop
1 x Soul Reavers Troop with musician and banner
1 x Necromancer

Alex set up her necromancer and balefire catapult on a hill in the middle of her deployment zone, with a skeleton horde on either side. Her soul reavers and werewolf were set up on my right flank. I set up my ranged units and drakons in the center, opposite her catapult, with the spearmen on the right to slow her cavalry, while my forest shamblers and cavalry set up on my left. I then vanguarded my forest shamblers to the middle of the table.

Alex's forces pressed forward, but I managed to pin down her skeleton horde on my left flank with the forest shamblers, allowing my stormwind regiment to hit it with a flank attack. Her soul reavers and werewolf killed my spear regiment and scout troop, but not before the scouts killed her balefire. I lost a drakon, but killed her standard with the other one.

Before the game ended I lost a forest shambler troop to the soul reavers, but once my stormwind's began running along her right flank, she couldn't halt their momentum. At the beginning of my sixth turn Alex only had her soul reavers remaining, and a charge by my drakon and stormwind regiment, aided by the remaining forest shamblers striking her flank, took them out. I won the first game and walked away with 1000 victory (attrition) points.

Game 2

After the first round, Mike paired players using the Swiss system (i.e., players with the same tournament points matched together). I came out of the first round with 30 tournament points (earned by having a point difference of 401 points or more), as did one other player, my brother-in-law and most frequent opponent, Roger. We both groaned; Roger because he knew he'd have difficulty dealing with my ranged units and superior maneuverability with the orcs he'd brought, and me because, though we frequently tie, I'd yet to beat him. The game was pillage/kill, so we set up six objectives evenly along the center of the table. Each objective was worth 150 victory points.

Roger's List:
2 x Sniff Troop
1 x Sniff Half-Regiment
1 x Greatax Regiment
1 x Morax Regiment
3 x Gore Rider Regiment
3 x mounted Flagger

Roger set up two gore riders, a flagger, and the half regiment of sniffs on my left flank. He set a gore rider troop and another flagger in the middle. His remaining forces set up on the right side of the table. My stormwinds were set up on the left, with my forest shamblers on the right. My drakons, spearmen, and ranged units held the center.

Roger's Orc Army

Jason and Roger's forces clash on the open battlefield

Basilean Paladins by "C M Minis"

The first turn consisted primarily of exchanging bow fire and jockeying for position on the table. On roger's second turn, he pinned my stormwind regiment with his sniffs and waivered them on a roll of double sixes. My stormwind troop attacked one of his gore regiments, aided by both drakons attacking its flank, and destroyed it. One of his gore regiments attacked the stormwind troop, but failed to kill it, giving my stormwind regiment time to kill his sniffs without worrying about a gore rider countercharge.

His gore riders killed the stormwind troop on the next turn (they better have, as one gore rider regiment attacked the front while the other attacked the rear), but my stormwind regiment then killed one of the gore regiments. My stormwinds and standard bearer then exchanged attacks with his remaining gore riders and flagger for a couple turns, when Roger, on impulse, attacked my standard with his gore riders, trusting his flagger to take out the stormwinds that already had eight wounds. Neither unit managed to kill their target, though and the gore riders died on the counter charge.

Meanwhile, on the right flank, his forces killed a forest shambler troop, but my drakons, having done their part killing gore riders, landed behind his line, forcing him to battle on all sides. His morax regiment fell when it was charged by the scouts, spearmen, and forest shamblers, aided by a drakon on the flank. His greataxes, who'd just managed to kill a drakon, fell the next turn. As the game ended, Roger

had two flaggers left on the table, and I controlled three objectives. I won decisively, and walk away with 1380 victory points to his 290. As a bonus, I was feeling pretty good about having finally beaten Roger.

Game Three

I came into the third game with sixty tournament points, and was paired with Kara, who had fifty-five (she narrowly defeated Chris, the third of our trio, by 205 points in the first round, earning twenty-five tournament points). Kara plays Abyssal Dwarves, and of all the armies present, hers concerned me the most. I've traditionally had problems killing Obsidian Golems, and she had two troops of them, and a greater obsidian golem as backup. Mike ratcheted up the pressure by warning us that in the event of a tie, there was a chance one of several other players could pass us in the standings if they had good games.

Kara's list:

1 x Slave Orcs Regiment
2 x Gargoyles Troop
2 x Lesser Obsidian Golems Troop
1x Abyssal Halfbreeds Regiment
1 x Katsuchan Rocket Launcher
2 x Angor Heavy Mortar
1 x Army Standard with the Healing Charm
1 x Greater Obsidian Golem

Kara's Abyssal Dwarf Army

Kara's forces, deployed and ready

For every game in this round, Mike placed a magical portal in the center of the table that fired a Zap! (3) attack at the nearest unit within 12" at the end of every player's turn. Though playing the Kill scenario, any player could earn an extra 100 victory points by controlling the portal at the end of the final round.

Kara set up her entire force on and around a hill in her deployment zone on my left flank, with a line of obsidian golems between my forces and her artillery. I set up opposite her, with my drakons skating the edge of the board and my stormwinds on the rightmost side of my army (still left of center, skirting the attack range of the portal).

I went first, advancing my drakons and stormwinds, while using my ranged units to inflict a precious few wounds on one obsidian golem troop. Kara promptly heal those wounds and killed one of the drakons with her mortars. She also landed a flank attack against my stormwind regiment with one of the gargoyles. My surviving drakon killed one mortar, and kept the other one disrupted, until the slave orcs attacked its rear and killed it. Meanwhile, my stormwinds together killed the abyssal halfbreeds before Kara's artillery killed the troop and her golem troops killed the regiment.

My mounted standard that had been escorting the stormwinds managed to keep the rocket artillery disrupted until the greater obsidian golem took it out. My mage queen killed the remaining mortar before being disrupted by a gargoyle troop, which was then killed by my spear regiment. On the last turn, in true elf fashion, my army pulled back, moving just out of charge range, while my ranged units picked off the slave orcs.

Kara ended her game with one last rocket volley, but it failed to hit. Kara killed 440 points of my army, while I killed 480 points of hers, so I ended the game on the upper side of the tie (both earning 20 tournament points for being within 200 points of one another). Neither of us even thought to go after the magical portal until it was too late.

Conclusion

After a few minutes of point calculations and deliberation, it was revealed that I took first place in the tournament. Kara technically took second place, but received the best painted award instead (each person could only win a single award), putting Roger in second place (he tabled his opponents in both his first and third matches, making me his only loss). Everybody had a great time, and most everyone was able to test themselves against some new blood. Thanks to Mike Cater for putting on the event, and the Dayton league for allowing outsiders to participate.▪

Kingdoms of Men army by "Daedle"

The Dreadball Ice Pack

By Rob Taylor

"Bruises come quicker."

When the barely habitable planet designated Gamma XVI was first discovered, colonization as deemed too expensive. The terraforming of what was essentially a giant ball of ice was always going to be problematic and that was before the indigenous species was to be taken into account.

The Icenians, the indigenous species of Gamma XVI, are large, towering over the average human. The evolution of the Icenians has baffled the scientists of the Corporation as they appear to be little more than a giant ice golem. In truth they are a complex symbiotic relationship between millions of single celled organisms working together to animate the ice around them.

Despite the makeup of different organisms collectively they are able to operate as any larger multi celled creature. This means that they are able to communicate and make rational decisions just like any other member of the Corporation, though their thinking capacity is a little slower than others.

The consensus from an initial survey concluded that the planet was of little use to the Corporation beyond a supply of water. This was shattered with the discovery of isotope 322 on the planet. The result was subjugation and enslaving the Icenians to the will of the Corporation.

With their immense size and strength the Icenian were fierce opponents for the forces of the Corporation. It was not until the deployment of Enforcer Inferno units, which melted the greatest warriors of the Icenian race, that they capitulated.

Following their subjugation the Iceanians were put to work for the Corporation. Soon the planet was transformed into a major mining complex and a winter resort.

Like any true leisure resort people still want to play the galaxies most popular game, and soon the first temporary Dreadball pitch was marked out in the ice. Playing on such a surface brought about new challenges and dangers for the players. Over time the local tournaments gained more and more coverage with crowds being attracted by players skidding around the pitch chasing the scattering ball. Over time these antics started to attract the bigger teams until its popularity could be avoided by DigBy no more.

Rules

It's all slippery.

Playing on ice has its own unique challenges for both player and coach. Most pressing is how to deal with the slippery surface and a ball that scatters more wildly than on a normal Dreadball pitch. The result of these changes to the game surface mean that there are several changes to the way the game is played.

The first change is due to the traitorous nature of the ice and difficulty to gain tractions. The result is while Sprinting, turning cost two points of movement instead of one and there is a -1d penalty to all Dash and Evade tests. This is unless the model has the Steady or Slide ability. Should a model be Steady when it follows the normal rules for movement as per the main Dreadball rule books. Similarly a model with Slide does not suffer a penalty to Dash and Evade tests.

Void Siren concept design by Geoff Burbidge

Jacks have developed the ability to skid across the surface. In game terms this means that all Jacks gain the Slide ability. Should a Jack already have this ability then they are able to move 2 hexes instead of 1 before performing a Slam or Throw action, and they are still able to use the Slide ability after this.

Guards to have taken some precautions against the ice and DigBy have approved the fitting of Ice Spikes to the soles of their boots. The result

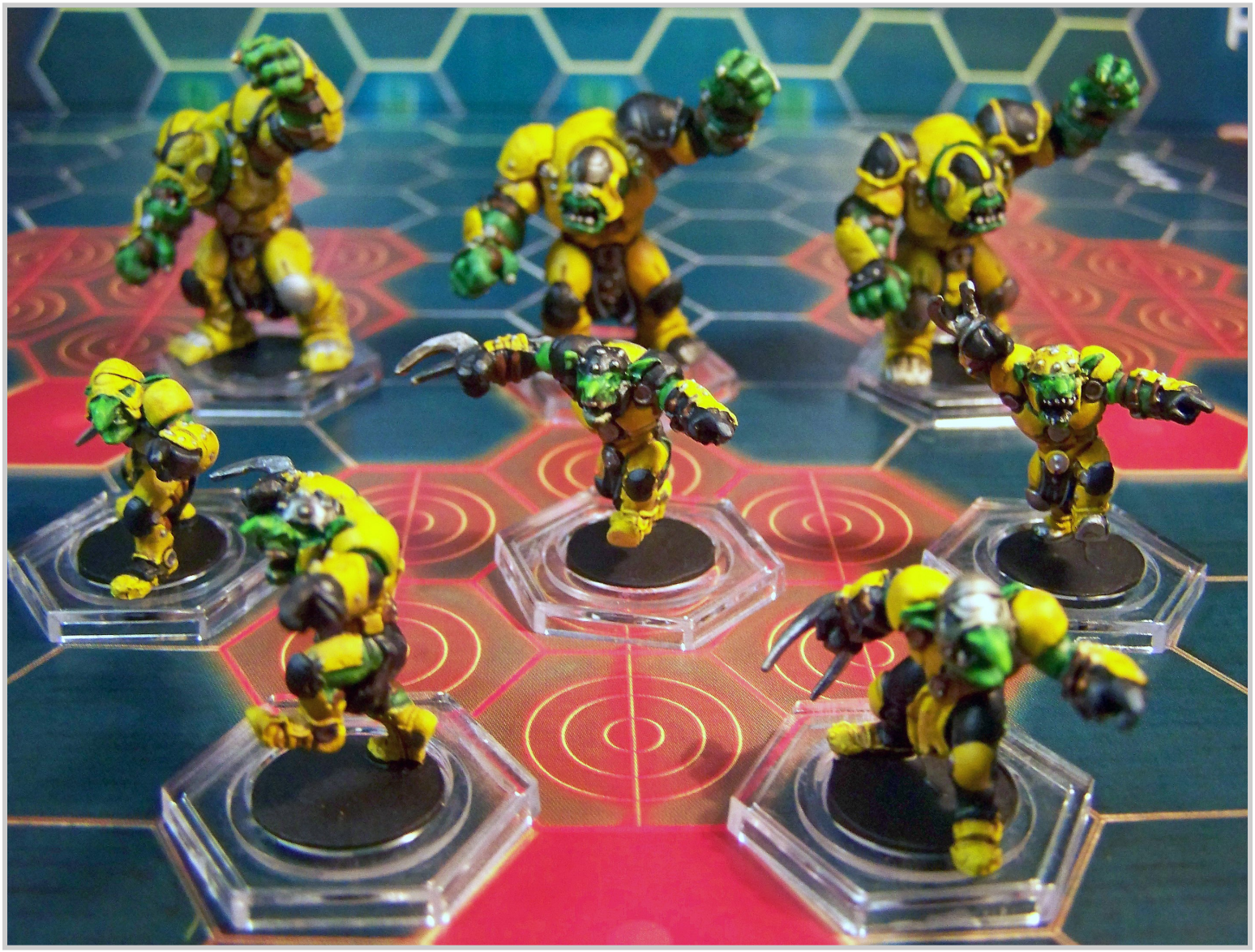
of this is that any Guard performing a Stomp action causes an addition success should after determining the result of the Stomp action role.

Example, the Orc Guard is looking to stamp upon the Human Striker lying stricken on the ground. In this instance the Guard gets 4 dice and rolls 5, 3, 3, and a 2 for a total of 3 successes. The Strikers roles his 3 and scores 4, 4, and 1 for a total of 2 successes losing by 1 success. Now that the role has been resolved the Ice Spikes on the guard's boots is added giving the Guard a total for 2 successes meaning that the Striker now needs to make two saves. If the Guard had of missed then the additional success for the Ice Spike would not have applied.

Don't Play on Ice

Slamming on the ice can be perilous with the surface itself working against you. Whenever a Slam or Slamback check is won, but not doubled, the model is moved back 2 hexes in the chosen direction instead of 1.

If this would push them back into another model then they will require a Speed test (1) to remain on their feet (-1d per threat Zone, to a max of -2). Models with the Steady ability can only ever be pushed back 1 hex.



Marauder Dreadball team by Grant Mahoney

Marauder Dreadball player by Pete Kijek

The Cold Potato

Like so many other things in the game are different on ice. None more so than the way the ball behaves around the pitch.

To help represent this at the start of the game remove both the Weird Bounce and Fast Pitch event cards and place the Fast Pitch in play. This event will remain in play until such time as it is removed (detailed below) and this allows for more than one Event to be in play at one time.

As you may have noticed ice is not the best surface to play Dreadball on especially as the game goes one the pitch itself will start to deteriorate. The constant impact on the ice combined with the heat from the lights takes its toll and slowly the pitch will start turning to slush.

At the start for the 7th rush, and then at the start of every home teams rush, roll one dice. On the role of a 1 remove Fast Pitch from play and replace it with Weird Bounce. Each time that a test is required the number needed to bring the change is increased by 1 e.g. 9th rush 1 or 2, 11th rush 1, 2 or 3, 13th rush 1, 2, 3 or 4. This represents the change in conditions on the pitch.

This change in condition also affects the way that the ball bounces off of the ice walls that surround the pitch. Whenever a ball strikes the wall and before it leaves the hex, after the event Fast Pitch has been removed from play, roll one dice. On a roll of a 1 the ball has hit a soft part of the wall and immediately comes to a rest in that hex and will not scatter again if it is still to be done.

MVPs

Aneira "Drifa" Lantis

	Mv	Str	Sp	Sk	Ar	MC
Aneira "Drifa" Lantis (Jack)	5	5	4	4	4	12
Skills: Slide, Stretch, Duck and Weave, Roll, Steady, Nemesis – Hecker (see below)						

The fall of House Grace came some seven years ago when Aneira was ten. As the Enforcer units closed to destroy House Grace Katushka, Aneira's mother, was able to smuggle Aneira out of the family home on a small one person craft moments before the compound finally fell. The reason for the fall of House Grace soon emerged as details of their dealing in forbidden artefacts became widely known. Their implementation in several serious outbreaks

also did little to help their already tarnished name. So with nothing to their name Aneira needed to learn how to survive, and fast.

Aneira's small craft piloted her to the family's retreat on Gamma XVI. Knowing that she might not have long, she gathered up a few possessions and disappeared out onto the planet's surface.

As far as anyone is aware this is the last know location of Aneira, as by the time the Enforcers had managed to locate the house snowfall had hidden her tracks.

It was not long after this that a young girl arrived at Iceflow, the major city on Gamma XVI, calling herself Drifa. Her first few weeks in the city were rough half stealing, half begging what she needed to survive. She somehow stayed alive. It was then that she was taken in by the owner of the Iceflow Freezers and started doing odd jobs around the arena.

Here she watched the team train and began to practice playing herself with other children. It was in one of these games that she was spotted, as all of the other children failed to get the ball off of her or even knock her over.

After this she began training with her first team. It was not long before she became the youngest Dreadball player in the galaxy, playing her first game days after her sixteenth birthday. This made her a household name and soon she was the new face of Dreadball and people, most noticeably Enforcer Commander Hecker, began to ask about her and her past.

Enforcer Commander Hecker

The final assault and capture of House Grace fell to Enforcer Commander Hecker and the escape of Aneira haunted him. Her escape lead him to personally oversee the search teams sent to track down and capture her. Even when the search was abandoned, he did not give up.

The capture of Aneira became an obsession; He scoured the moon looking for any trace of her but none could be found. That was, until the emergence of the Dreadball player Drifa. Little was known about this young girl and she was about the right age to be Aneira and on this he based his theory that they were the same person.

However, having given up his Enforcer status he was unable to gain access to Drifa to further his enquiries. So he took to the Dreadball pitch in order to try and obtain a sample of her DNA. So

wherever Drifa can be found Hecker is not far behind.

In game terms Hecker uses the same rules as the Enforcer from the Season 1 rulebook. The only difference is he gains Nemesis – Drifa.

Gregorov the Ice Giant

Gregorov the Iceberg	Mv	St	Sp	Sk	Ar	MC
Giant - Guard	5	3	4	5	4	22
Skills: Threatening, Steady, Can't Feel a Thing,						

Gregorov is the last Hero from the subjugation of the planet. He was the last to surrender and now ply's his trade as a Dreadball player.

The Icenians Ice Giants

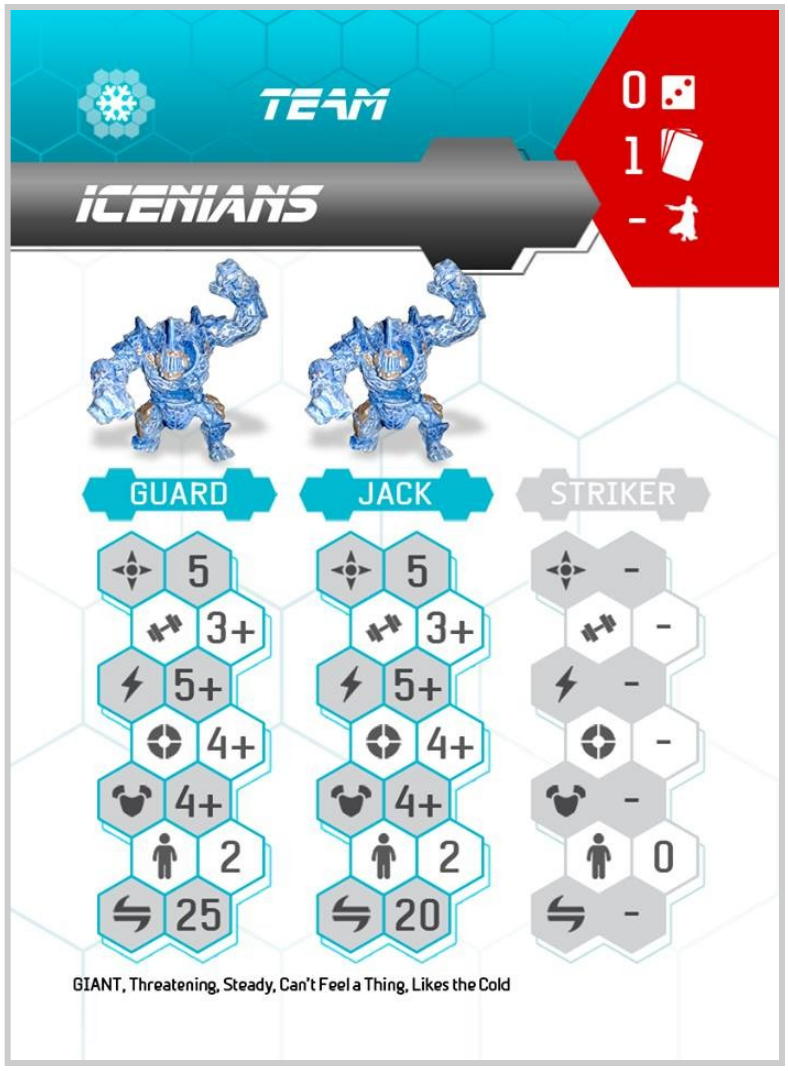
The Icenians Ice Giants	Mv	St	Sp	Sk	Ar	MC
Giant – Jack Start X2	5	3	5	4	4	20
Giant – Guard Start X2	5	3	5	4	4	25
Skills: Threatening, Steady, Can't Feel a Thing, Likes the Cold						

Since their subjugation, at the end of the Icenian offensive, the question has always been : Is it possible for these lumbering giants to play Dreadball? And if so, are they any good?

It was not long before coaches were drawn to the ice planet in the hope of being able to train them how to play Dreadball. To date only one team has emerged: The Icenians Ice Giants.

There is no team quite like Icenian Ice Giants and the reason is in their name. They are all Giants and will smash their opponents into submissions. However, they do not like the heat.

Extras: The Icenian Ice Giants start with 0 Coaching dice and 1 Card.



New Abilities

NEMESIS – (MVP NAME)

In the game of Dreadball it is safe to say not everyone get along. However, there are those who really do not play well with some others.

Any player with this special rule when used in a random or selected draw means that the named MVP will automatically become available for any round that they are present for.

In addition to this, any successful (X) check against their Nemesis will generate a fan check as the fans love nothing more than a good rivalry.

LIKES THE COLD

Whenever these players are not playing at home, where they can control the temperature, this special rule comes into effect. From Rush 9 onwards, or rush 5 in ultimate, the first activation of each model with this special rule must check to see if they are affected. Role 1d6, on the role of a 1 the model will lose a point of strength. Should a model ever be reduced to a stat of more than 6 then they are immediately removed from the pitch and are treated as dead in a league system.

Any player affected by the stat loss may regain the stat loss by returning to the bench. Here at the end of each turn during the recovery phase they will regain a point of lost strength.

New Cards

These new cards are for use with the Icepack and are shuffled in with the rest of the deck to replace the cards taken out at the start of the game.

IT'S STUCK (INSTANT)

This card may be played whenever a ball scatters and bounces off of the arena wall. The ball has hit the side of the arena and got stuck. As a result the ball finishes its movement there and does not continue along its intended course.

COLD HANDS

A random opposing player has started to suffer from the cold. Lose one dice from all Slam, Slamback, Throw, Steal, Pickup and Catch attempts.

ICE BLAST

One random player from the opposing team has become chilled to the bone. This player is only able to use one action token that turn. He may use cards and additional actions from doubling as normal.

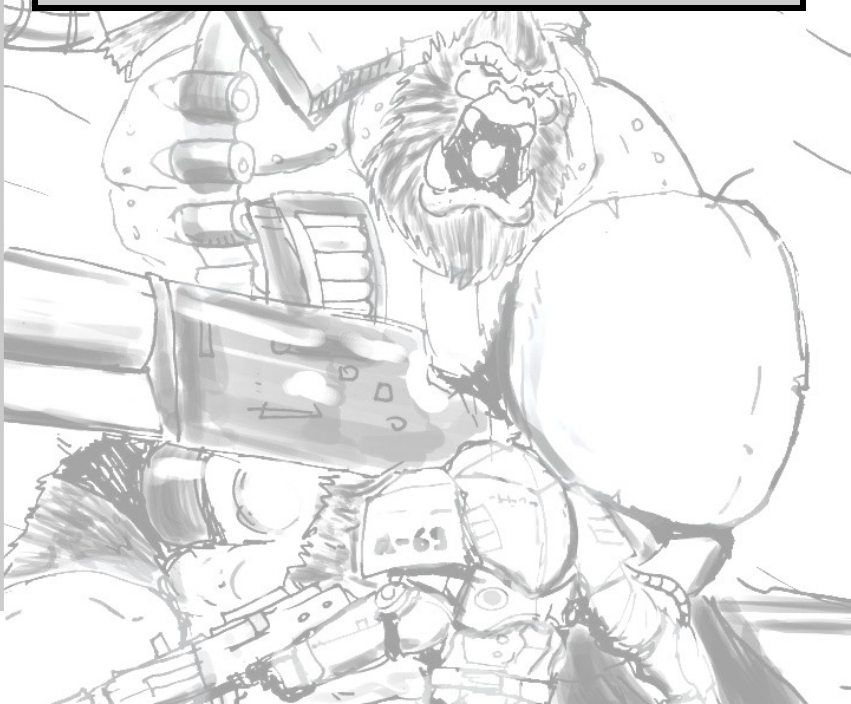
FROSTY BALL

The ball has a layer of ice covering it. As a result two successes are required to Pick Up the ball, Throw and Catch.▪

Dreadball Starkiron Tony MVP by Darren Lysenko

Editor's Note: The cards for all of the Ice Pack characters, as well as the Ice Giant Team, can be found in the back of the magazine on p. 61 for your printing convenience

Dreadball Alpha Simian MVP by Vincent Pascaud



MECHZONE RULES 1.2

By Jon Peletis

Sometimes a Deadzone is just too dangerous a place for even the bravest Strike Teams to investigate. In these unique situations, protocol is to send in a Scout Strider or similar vehicle to assess, gather intel, but more importantly move about the Deadzone without fear. Those who make it out alive call these areas - Mechzone!

MECHS—You are given 30 points to purchase one of the five below Mechs.

PILOT— You also will control the corresponding pilot when your Mesh is destroyed.

Editor's Note: These cards are available for download and printing on p. 58 for your convenience.

4+ 5+ 4+ 3 1-1
GR77 STRIDER
26 POINTS
RARE
OVERWATCH: SHOOT
ABILITIES: VEHICLE (5), UNFLINCHING
WEAPONS AND EQUIPMENT:
• GENLING 88 HLS-X
RANGE 12, AP4, SINGLE SHOT, IRRESISTIBLE, LONG RELOAD
6+ 4+ 4+ 3 1-1
PLAGUE GR77 STRIDER
28 POINTS
RARE
OVERWATCH: MOVE
ABILITIES: VEHICLE (4), BRAWLER, CRAZED
WEAPONS AND EQUIPMENT:
• ASSAULT FLAMER
RANGE 3, LIMITED RANGE, RAPID FIRE, VOLATILE, IT BURNS!
• CHAINSAW
RANGE F, AP3
5+ 5+ 4+ 3 1-1
REBS GR75 STRIDER
26 POINTS
RARE
OVERWATCH: MOVE OR BLAZE AWAY
ABILITIES: VEHICLE (4), BRAWLER, UNFLINCHING
WEAPONS AND EQUIPMENT:
• ASSAULT FLAMER
RANGE 3, LIMITED RANGE, RAPID FIRE, VOLATILE, IT BURNS!
• CHAINSAW
RANGE F, AP3
5+ 6+ 5+ 3 1-1
STUNTBOT
28 POINTS
SPECIALIST
OVERWATCH: MOVE OR SHOOT
ABILITIES: VEHICLE (4), UNFLINCHING
WEAPONS AND EQUIPMENT:
• THERMAL CANNON
RANGE 4, AP2, SINGLE SHOT
• AUXILIARY FLAMER
RANGE 3, LIMITED RANGE, RAPID FIRE, ONE-USE, IT BURNS!
• BUZZSAW
RANGE F, AP3
4+ 5+ 4+ 2 2-1
IRON ANCESTOR
28 POINTS
SPECIALIST
OVERWATCH: ANY SHORT ACTION
ABILITIES: VEHICLE (6), TOUGH, SLOW, UNFLINCHING
WEAPONS AND EQUIPMENT:
• RENDING CLAW
RANGE F, AP3, KNOCKBACK
• DOUBLE-BARRELED MAGMA CANNON
RANGE 6, AP4, IRRESISTIBLE, SINGLE SHOT, IT BURNS!
• ENERGY SHIELD (3)
5+ 6+ 5+ 1 1-1
CORPORATION PILOT
0 POINTS
RARE
OVERWATCH: SHOOT
ABILITIES: DISCIPLINE
RIFLE: RANGE 6
MECH BOMB: RANGE F, ONE USE AS FIGHT ACTION ROLL 1D8 7 - 1 DAMAGE TO MECH 8 - MECH DESTROYED!
6+ 5+ 5+ 1 1-1
STAGE 3A PILOT
0 POINTS
RARE
OVERWATCH: BLAZE AWAY
ABILITIES: FAST
RIFLE: RANGE 6
MECH BOMB: RANGE F, ONE USE AS FIGHT ACTION ROLL 1D8 7 - 1 DAMAGE TO MECH 8 - MECH DESTROYED!
5+ 6+ 6+ 1 1-1
REBEL HUMAN PILOT
0 POINTS
RARE
OVERWATCH: ANY SHORT ACTION
ABILITIES: RESOURCEFUL
RIFLE: RANGE 6
MECH BOMB: RANGE F, ONE USE AS FIGHT ACTION ROLL 1D8 7 - 1 DAMAGE TO MECH 8 - MECH DESTROYED!
5+ 6+ 6+ 1 1-1
GOBLIN STUNT PILOT
0 POINTS
RARE
OVERWATCH: MOVE
ABILITIES: DIFFICULT TARGET
RUNT PISTOL: RANGE 3, SINGLE SHOT
MECH BOMB: RANGE F, ONE USE AS FIGHT ACTION ROLL 1D8 7 - 1 DAMAGE TO MECH 8 - MECH DESTROYED!
5+ 5+ 4+ 1 1-1
FORGE FATHER PILOT
0 POINTS
RARE
OVERWATCH: SHOOT
ABILITIES: SLOW, TOUGH
HAILSTORM PISTOL: RANGE 3 WEIGHT OF FIRE
MECH BOMB: RANGE F, ONE USE AS FIGHT ACTION ROLL 1D8 7 - 1 DAMAGE TO MECH 8 - MECH DESTROYED!

Deadzone Enforcer Strider by "C M Minis"

NAME—Give your pilot a name. Give your Mech a super badass name.

MECHGEAR—Leftover points may be used to purchase any number of the following:

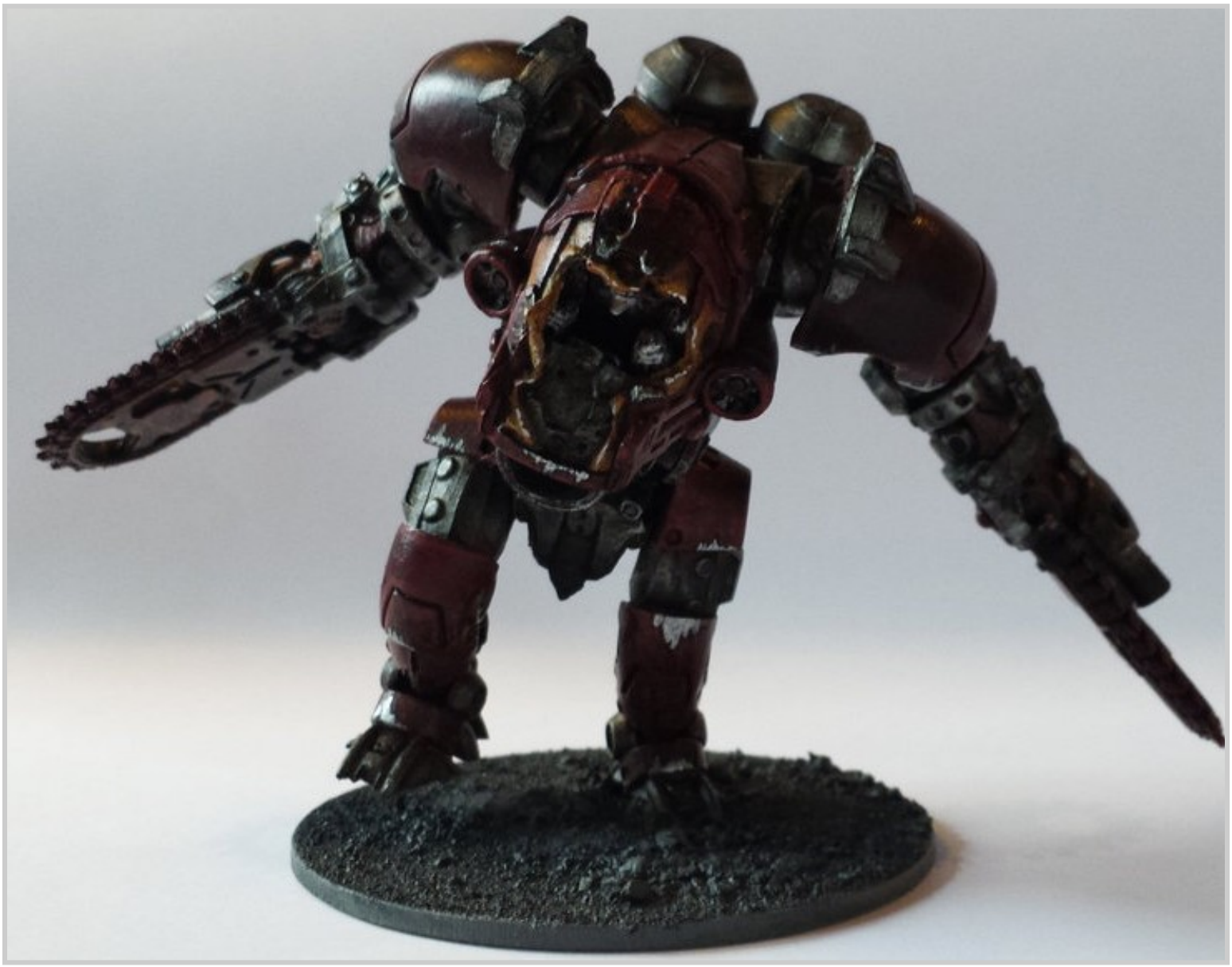
- Energy Shield (5) - Functions as described in Deadzone rulebook - 4pts
  Note: Iron Ancestors that purchase Energy Shield (5) no longer have Energy Shield (3)
- Accutek Turbo Boost - (One use) Can move one additional Cube - 2pt
- Lucky Mawbeast's Toe - (One use) Can reroll any one die one time - 1pt
- Mazon Pilot Stim - (One use) Take one additional short action in a turn - 1pt

Note: Above items are ONLY useable on Mechs. If only your pilot remains, they cannot use any Mechgear as they are much too busy trying to survive! You can purchase more than one of the "One use" items, but you can only use Turbo and Stim up to one time each during each of your activations. Pilot Stim free short actions still fall under normal rules that prohibit doing the same action you've already done that turn.

SETUP—Mechzone is best in a convention setting where you can arrange several mats and have many players circled around a bi g table (this affects turn sequence) Rule of thumb is one mat for every 4 Mechs. Terrain should be very dense to stop long firing lanes. Height is not as important as first level cube terrain. You could however add ramps to reach a section raised up if you desire, although be aware of a possible scared Pilot trying to climb up high and remain out of reach from a Mech.

ITEM CRATES—Remove the Extra Ammo, ?, Smoke counters. In Mechzone, Frag Grenades represent another Mech Bomb, Intel is +3 to Mech Bomb rolls, AP Ammo is now +AP3, Medipack is +3D8 to a Survive Roll. All except Intel are one-use. All crates should be placed randomly. Only Pilots can open/ pickup as all Mechs have the Beast ability.

Any pilot's equipped starting Mech Bomb doesn't count as an item carried & they can pick up a 2nd item.



Deadzone Plague Strider by Nicodemus Sandberg

DEPLOYMENT—After terrain is setup, each player makes random D8xD8 or D16xD16 roll to see which cube they will start their Mech in. Reroll if it would put Mech within 3 or less cubes away from another Mech, or on a non-size 4 terrain piece.

GAMEPLAY—First round occurs at night and ONLY Move or Sprint motions can be taken. Turn sequence decided by roll-off each round including the first. Highest score (after rerolling ties) will take their turn. After that player completes their turn, THEY decide if turn sequence will continue clockwise or counterclockwise.

Play continues until each player has a chance to activate, or PASS. If you pass, you do nothing that turn and do not gain those activations bask. Keep in mind how the Vehicle ability works including damage, movement, and it's affect on Knockback, Blast, and Frag, as well as additional abilities it confers like Beast & Construct.

PILOT/MECH BOMB—If your Mech is destroyed, place the Mech down in the cube it was destroyed in as it now becomes terrain and a cover cube. Roll a D8 to decide the random cube your Pilot gets thrown to. Same level, reroll if cube isn't empty. He will take any appropriate wall or falling damage as well as being pinned.

Deadzone Marauder Stuntbot by Paul Mullis

Since your Mech is now destroyed, you have only the option of moving the Pilot about the board. Your goal is to place your one-use Mech Bomb on another Mech to give some meaning to your inevitable demise. Along the way, you can attack other pilots you may see running around - or even form alliances that make sense to try and destroy the final Mechs. Turn sequence remains the same whether you control a Mech or Pilot.

Deadzone Strider Chassis by Adam Morrow

WINNING/OTHER NOTES—Last model on the board wins. If that means you hide your Pilot til the end, so be it, but when that last Mech finds you, and he will find you…

Mission Cards, Battle Cards, and Objective tokens will not be used.

Total Cube size limit is 8 (i.e. maximum of 2 Mechs, 8 Pilots, or one Mech & up to 4 pilots)

Pilots cannot choose to fight other Pilots instead of a Mech in same cube.

No models on the board will ever count as "friendly" models, even from the same faction, as the Mechzone is much too dangerous a place to trust anyone.

Stats and abilities of your Mech do not transfer to your Pilot. Stats and abilities of your Pilot do not transfer to your Mech.

Using the Mech Bomb is the same as Fight action, but instead of rolling Fight stat, see table on Pilot card. If it fails, you can try again on a later turn. Regardless of result, the Mech then rolls a Fight Action and Pilot can ONLY roll for Survive. Mech Bombs cannot be used against other Pilots. If the Mech explodes, from a Mech Bomb the Pilot who placed that Mech Bomb must roll a 5+ on a D8 to survive the blast. No modifiers or rerolls allowed.▪

Tips on Painting Bel

By Boston Miniatures

Here is my take on Beloss Bel!

I must say this is one of the most challenging models I had to paint for Mars Attacks!

Painting on a regular flat canvas would've been much easier. She is so tiny, and the depth of the miniature's details were hard to avoid smoothing-over. She's so tiny that the details were very difficult to get right.

I have some advice for you if you are going to paint her:

1-Take your time painting this one because no matter what, it is going to take a lot of time if you want to get it right

2-I used half of the primer I'm usually using!

3-I used watered-down thin layers to keep as much details as possible

4-Spend the time to get the face right because if it's not, the rest of the model's not worth it.

5-I applied eyebrows, eyelashes, white and black eyes, and rosy cheekbones to give better contrast.

I hope you like it comments and feedback are always welcome!▪

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4+ 5+ 4+ 3 1-1

GR77 STRIDER
26 POINTS
RARE

OVERWATCH: SHOOT

ABILITIES: VEHICLE (5), UNFLINCHING

WEAPONS AND EQUIPMENT:
- GENLING 88 HLS-X
  RANGE 12, AP4, SINGLE SHOT, IRRESISTIBLE, LONG RELOAD

6+ 4+ 4+ 3 1-1

PLAGUE GR77 STRIDER
28 POINTS
RARE

OVERWATCH: MOVE

ABILITIES: VEHICLE (4), BRAWLER, CRAZED

WEAPONS AND EQUIPMENT:
- ASSAULT FLAMER
  RANGE 3, LIMITED RANGE, RAPID FIRE, VOLATILE, IT BURNS!
- CHAINSAW
  RANGE F, AP3

5+ 6+ 5+ 3 1-1

STUNTBOT
26 POINTS
SPECIALIST

OVERWATCH: MOVE OR SHOOT

ABILITIES: VEHICLE (4), UNFLINCHING

WEAPONS AND EQUIPMENT:
- THERMAL CANNON
  RANGE 4, AP2, SINGLE SHOT
- AUXILIARY FLAMER
  RANGE 2, LIMITED RANGE, RAPID FIRE, ONE-USE, IT BURNS!
- BUZZSAW
  RANGE F, AP3

4+ 5+ 4+ 2 2-1

IRON ANCESTOR
28 POINTS
SPECIALIST

OVERWATCH: ANY SHORT ACTION

ABILITIES: VEHICLE (6), TOUGH, SLOW, UNFLINCHING

WEAPONS AND EQUIPMENT:
- RENDING CLAW
  RANGE F, AP3, KNOCKBACK
- DOUBLE-BARRELED MAGMA CANNON
  RANGE 6, AP4, IRRESISTIBLE, SINGLE SHOT, IT BURNS!
- ENERGY SHIELD (3)

5 • 6 • 5 • 1 1-1

CORPORATION PILOT
0 POINTS
RARE

OVERWATCH: SHOOT

ABILITIES: DISCIPLINE

RIFLE: RANGE 6

MECH BOMB: RANGE F, ONE USE
AS FIGHT ACTION
ROLL 1D8
7 - 1 DAMAGE TO MECH
8 - MECH DESTROYED!

6 • 5 • 5 • 1 1-1

STAGE 3A PILOT
0 POINTS
RARE

OVERWATCH: BLAZE AWAY

ABILITIES: FAST

RIFLE: RANGE 6

MECH BOMB: RANGE F, ONE USE
AS FIGHT ACTION
ROLL 1D8
7 - 1 DAMAGE TO MECH
8 - MECH DESTROYED!

5 • 6 • 6 • 1 1-1

GOBLIN STUNT PILOT
0 POINTS
RARE

OVERWATCH: MOVE

ABILITIES: DIFFICULT TARGET

RUNT PISTOL: RANGE 3, SINGLE SHOT

MECH BOMB: RANGE F, ONE USE
AS FIGHT ACTION
ROLL 1D8
7 - 1 DAMAGE TO MECH
8 - MECH DESTROYED!

5 • 5 • 4 • 1 1-1

FORGE FATHER PILOT
0 POINTS
RARE

OVERWATCH: SHOOT

ABILITIES: SLOW, TOUGH

HAILSTORM PISTOL: RANGE 3
WEIGHT OF FIRE

MECH BOMB: RANGE F, ONE USE
AS FIGHT ACTION
ROLL 1D8
7 - 1 DAMAGE TO MECH
8 - MECH DESTROYED!

5• 5• 4• 3 1-1
REBS GR75
STRIDER
26 POINTS
RARE
OVERWATCH: MOVE OR BLAZE AWAY
ABILITIES: VEHICLE (4), BRAWLER, UNFLINCHING
WEAPONS AND EQUIPMENT:
• ASSAULT FLAMER
RANGE 3, LIMITED RANGE, RAPID FIRE, VOLATILE, IT BURNS!
• CHAINSAW
RANGE F, AP3

5• 6• 6• 1 1-1
REBEL HUMAN PILOT
0 POINTS
RARE
OVERWATCH: ANY SHORT ACTION
ABILITIES: RESOURCEFUL
RIFLE: RANGE 6
MECH BOMB: RANGE F, ONE USE
AS FIGHT ACTION
ROLL 1D6
7 - 1 DAMAGE TO MECH
8 - MECH DESTROYED!

GIANT

GREGOROV

22

GUARD

	5
	3+
	4+
	5+
	4+

Threatening
Steady
Can't Feel a Thing

ANYONE

MVP

DRIFA

12

JACK

	5
	5+
	4+
	4+
	4+

Slide, Stretch
Duck and Weave
Roll
Steady
Nemesis (Hecker)

ANYONE

MVP

HECKER

10

GUARD

	7
	3+
	3+
	4+
	4+

Jump
Backflip
Nemesis (Drifa)

ANYONE

TEAM

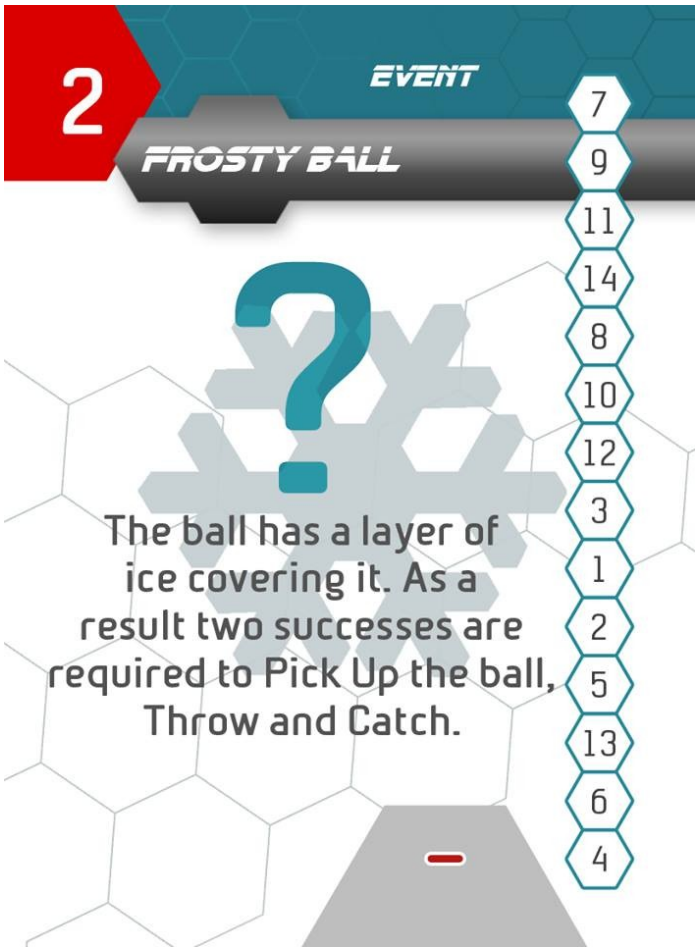
ICENIANS

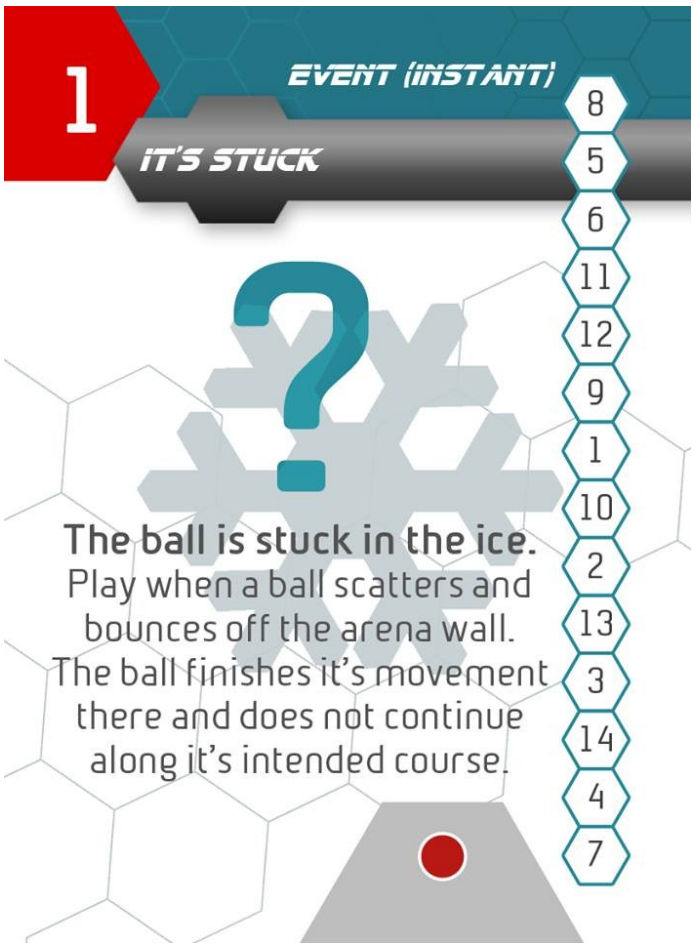
0
1
-

	GUARD	JACK	STRIKER
	5	5	-
	3+	3+	-
	5+	5+	-
	4+	4+	-
	4+	4+	-
	2	2	0
	25	20	-

GIANT, Threatening, Steady, Can't Feel a Thing, Likes the Cold

5
EVENT
COLD HANDS
2 9 14 8 11 10 12 4 3 5 7 1 13 6
Pick a random opposing player. They are suffering from the cold. Lose one dice from all Slam, Slamback, Throw, Steal, Pickup and Catch attempts.


2
EVENT
FROSTY BALL
7 9 11 14 8 10 12 3 1 2 5 13 6 4
The ball has a layer of ice covering it. As a result two successes are required to Pick Up the ball, Throw and Catch.


1
EVENT (INSTANT)
IT'S STUCK
8 5 6 11 12 9 1 10 2 13 3 14 4 7
The ball is stuck in the ice.
Play when a ball scatters and bounces off the arena wall. The ball finishes it's movement there and does not continue along it's intended course.

4
EVENT
ICE BLAST
2 9 14 8 11 10 12 4 3 5 7 1 13 6
Pick a random opposing player. They are chilled to the bone. This player may only have one action token used on them. The player may still use cards and free actions.

Undead Ghouls by Marek Vlha

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